

DANGEROUS ^{#18}
Waters

The Official Source
for GameShark codes™

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rant

Welcome to yet another positively boring issue of the always soggy, sexist, hater-inducing, bodyspadeable GameShark newslitter, also known as *Quintessence Waters*. These drivel-types have made some serious changes in the past few issues that have shortened the amount of time that were late by many, many weeks!

Unfortunately, along with all of the good changes, there have been a few "intrusive differences."

After this issue, I will be moving on to write for the Sunday edition of the Washington Post in the Perspective section starting April 20th. I will also be opening the pages of WB's Tips and Tricks under the name "Shop Inkletter." So, if you're up to it, check it out - and feel free to drop me a line at either of these fine publications. Oh, I will also be doing some voice-overs for *20/20* this fall this summer.

-CodeFlow

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I WANT MY TWO DOLLARS

Enter The "Dangerous Designs" Reader's Art Contest

Think you've got some artistic talent? Perhaps, you're the next Monet or Matisse. Book them.

up! Well, enough about old French guys, show us YOUR skills. Beginning with *Dangerous Waters* (R), every issue of *Dangerous Waters* will include one outstanding piece of reader art. For this contest, simply draw a video game character, Codzilla or just about anything! The artist selected as the winner for each issue will receive an InterAct Desktop[®] through the mail to enter just mail your original artwork to **InterAct Accessories, Inc. Attn:**

Dangerous Designs Contest/Issue #19
10099 McCormick Road, Hunt Valley, MD



2003! Be sure to include your name, age, address, phone number and what type of GeForce (PlayStation® or Nintendo® 64) you wish to receive should you win, on a separate sheet of paper. To be eligible for judging in Issue #18, all entries must be received by 5/12/99. All entries become the sole property of Inteltek Accessories, Inc. Winner will be chosen on or about 5/18/99. For a copy of the official rules, see page 7.

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GameTips & Tricks

Conquer worlds. Regain strength. Subdue the enemy.

Dead In The Water

Here are some codes we hope will keep you "alive in the water". Press square + circle at the main menu to access the cheat mode (you will hear a chicken cluck). Then enter the code; if entered correctly, you will hear the chicken cluck again. To enter another code, repeat this process.



God Mode

At the main menu, press R2, L2, R1, R2.

All Tracks

At the main menu, press L2, L2, R1, L1.

Level 2 Boats

At the main menu, press R2, R1, R1, L1.

Level 3 Boats

At the main menu, press L1, R2, L2, L1.

Infinite Special

At the main menu, press R1, L1, L2, L2.

Infinite Missiles

At the main menu, press L1, R1, L1, L2.

Infinite Turbo

At the main menu, press L2, R2, L2, R1.

Big Waves

At the main menu, press R2, L1, R1, R1.

Chicken Mode

At the main menu, press R1, R1, R2, L2.

RC Boat Mode

At the main menu, press L1, L1, L2, L1.

editor's note

"Code!" "I love it!" "Why don't you do that before?" These are the reviews I've been hearing on the new format for Dangerous Waters. Thanks! We always try to stay fresh and cutting edge. Look for other exciting new features along the way.

Speaking of cutting edge, PSP holds a lot in store in terms of products from InterACT. To sum things up in a word - GameShark! Pro! That's right, GameShark is getting an upgrade! It will make its way to stores this spring with a way cool code generator that allows you to hack your own codes! So far all these amazing "CodeSharks" out there, you're now one step closer to CHS Chronic Hacking Syndrome.

Enjoy issue #18 games, and remember:
Abuse the power.

David Hall

Don Ulmann, Jr.

Kato's Game Reviews

An unbiased look at what's hot and what's not.

SILENT HILL

Title: Silent Hill

Developer: Konami

Publisher: Konami

Format: CD

of Players: 1

Difficulty: Moderate

Available Now

Well it's finally here! Silent Hill™ is sure to be the next big horroraction game without a doubt. It is different from and similar to Capcom's Resident Evil™ series. You are Harry Mason, an avid writer who takes his daughter on vacation in Silent Hill, a weathered sleepy town (sounds normal enough right?). Here's, however, where the story takes a turn. Harry has a car accident and, after coming to, discovers Cheryl (his daughter) is missing. Now, the plot thickens.

Silent Hill has all the telltale signs of a good action game - sharp P/V sequences, bizarre creatures trying to end your life, an even more bizarre town, and an intense and eerie story.



It's a hell of a scary game! Don't mess.



It's a hell of a scary game! Don't mess.

Be ready to jump and gore like your way through the creepy town (thanks to the music for setting the mood, nothing like knowing there is a monster around, but not knowing what).

The story is sharp, but you need to explore everywhere so that you don't miss any clues. At the beginning of the game, I missed the sheet of paper that directs you to the house on Leyn Street. I wandered around the city wasting ammo when I could have been going after the keys for the garden to get you to the school.

If there was one thing to improve, it would be the annoying fog effect. I do not know if it's hiding "popups" or setting the mood of the story, in which case it does an excellent job.

Aside from the minor graphic issue, I enjoyed Silent Hill. I like the Resident Evil series more, but this is still a great horroraction game. If you enjoyed that series of games, don't pass up this one. Silent Hill is definitely worth it. (C)

Mailbox

The Voice of GameShark Fans

Dear Kato,

I want you to compare Tenchu with Ninja. My friends are always telling me that Tenchu sucks and that Ninja is soooooo goooooood. Well, well, I purchased Tenchu and Ninja. I believe that the true meaning of being a ninja is stealth. If only you could post/write something for my friends.

-Pokemon Suz
www.gameshark.com

Well, if it means anything to anybody, I think Tenchu is a much better game than Ninja. Don't get me wrong, I like Ninja, but Tenchu has it beat.

-Kato

Dear Kato,

I love your new site. I've got to tell you that I am a regular visitor and love the RPG's. I am also a grandmother with an 11 year old grandson. We play games together and try to keep up with what's going on. We both own a GameShark. His is a Nintendo 64 GameShark and mine is a PlayStation GameShark. We will be looking for the new one.

Thanks for the new site.

-Grandma in Florida

Even grandparents think GameShark is cool!

-Kato

Got a question? We'd like to hear from you. Send your letters to:
Dangerous Waters Mailbox, 6899 McCormick Road, Hunt Valley, MD 21031
email: codebox@gameshark.com or kato@jameshark.com

The i-Files

An In-Depth Look At New Devices From InterAct

GameShark Makes Its Professional Debut

The ultimate game enhancer returns completely updated and revised for 1999.

GameShark joins the professional ranks in 1999 with GameShark™ Pro – the latest update to the “ultimate game enhancer.” This completely revised version of the original boasts many of the same features, but also includes a code generator that gave gamers the ability to produce their own codes.

While GameShark allows you to access codes for hidden characters, weapons, and vehicles, GameShark Pro takes the concept one step further by allowing you to hack your own codes with a code generator. The generator uses a technology similar to what computer hackers use, manipulating the process that

searches for key words, phrases and symbols. Now you don't have to wait for codes, you can produce them yourself!

Additional enhancements for GameShark Pro include the graphics viewer, which allows you to take a sneakpeek at hidden data and video sequences; and the Memory Card Manager, a graphical user interface that manages and organizes your game saves. The PlayStation™ version of GameShark Pro includes the new VMem™ Virtual Memory Card technology, which provides an awesome 120 blocks of storage space. That's the same capacity as 16 memory cards! The Nintendo® 64 version of GameShark Pro has an optional PC hooking feature that allows you to download a software program from the GameShark website, www.gameshark.com (as if you didn't already know that) enabling you to hack codes more efficiently. Although Game Boy® GameShark users already have hacking capabilities, look for the GameShark Pro version to be completely updated with the addition of many new features.



Whether it's discovering new levels or cheating them yourself, you can do it all with GameShark Pro.

V-Mem: What A Memory Card Should Be

InterAct's Virtual Memory Card System reshapes the idea of PlayStation™ memory cards.

Chances are if you own a memory card (and who doesn't nowadays), you've endured both the cost of purchasing numerous cards to store your precious game saves, and have probably lost some data along the way. Well, this perpetual madness has come to an end... with VMem™ Virtual Memory Card System for the PlayStation™ game console. It's a revolutionary device that has the capacity of up to 60 standard PlayStation memory cards (300 blocks). It's like having a hard drive for your PlayStation!

Few gamers realize how easily game data can be lost from the memory card slot, especially with standard high-capacity memory cards. Since VMem connects into the PlayStation's I/O expansion port (plug), your data is less likely to be erased.

VMem also incorporates a graphical software user interface that displays all your game saves as icons, so you'll always know where you placed a game save. You can even transfer saves between "virtual" and standard PlayStation memory cards.

With over 500 blocks of memory, its safety features, and graphical interface, VMem is quite clearly the most advanced PlayStation memory card ever. It may just turn out to be the only memory card you'll ever need. ☺



VMem is a secure storage system only compatible with standard non-plug cards.



With all this talk about hacking and code generators, things may seem a bit over your head, but you're in luck! We thought we'd simplify things by including a tutorial video appropriately called, "How To Hack Like A Pro." The informative and entertaining 7-minute video walks you through how to use the code generator to hack your own codes.

Perhaps the most awesome thing about the new GameShark Pro is that it's still jam-packed with hundreds of the best cheats for PlayStation, Nintendo 64 and Game Boy games, plus its own pro-ed the same as GameShark. So whether you're looking to cheat or hack your way through a game, the GameShark Pro has it all. ☺



To view cheats & codes, connect to your own site Gameshark Pro.

Merchant Marina

First direct source for the best gaming accessories.



V-Mem Virtual Memory
Card System

Quite clearly, The Most Advanced PlayStation Memory Card, The VM90™ Virtual Memory Card System (PS2250, SRP: \$299.99) has the power to safely store up to 60 memory cards worth of data. It's like having a hard drive for your PlayStation. Store hundreds of your favorite game saves in "virtual memory" and view them all at the touch of a button with VM90™s Memory Card Manager.



Barracuda 2

The "Total Control Controller" the Harcoda 2" OSW33, S&P, \$249.95 offers programmable dual vibration feedback. Two vibration feedback motors provide awesome rumbler sensations during gameplay. The Harcoda 2 also includes 12 fully programmable buttons, an Aes swap switch and simulated analog control that allows you to control any game (analog or digital) with the control sticks.



Dual Impact GamePad

If you've been searching for an affordable, quality dual-analog vibration feedback PlayStation controller, search no more! The Dual Impact GamePad (P-10) sells \$69.95 from our Performance line offers two exciting modes of play: two analog sticks, a circular control pad and eight face buttons. The Design offers the most comfortable gripability and superior game control of any controller on the market.



DexDrive

IGT's "Fountain of the Moon" The DoCave PS4
SWAN, SH-PS389-PS4 SWAN, SH-PS389-PS4
is a revolutionary device that allows you to play games
from a standard Nintendo 64 or PlayStation
controller and to play the game on a PC. From there
your game can be saved to a disk or CD or even
emulated to other games around the world. Download
characters and codes from the Internet or post your
own custom characters to show the gaming world
your skills. Available for Nintendo 64 and PlayStation

Back Issues

The alternate source for hand-tyed costs.

Don't let the "resident villain" in town get the best of you before you can get the codes to take him down. Order the entire Dangerous Waters collection at the amazing price of \$149.95.

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| issue #2 | Cadets for "Kashmirers," The Hobbit
NHL, Jan. 1961 Krazy Kat |
| issue #3 | Cadets for Enclosed Resident Ed
Aunt Winona, Iron Society, Winter Fighter 2 |
| issue #4 | Cadets for Good News, Conclusions,
The Hawk, Teacher's Relief, Cadets |
| issue #5 | Cadets for Allen Bittles, Personal Papers,
Hoagy Carmichael, 7 Women 2, William Hunter Kelly |
| issue #6 | Sorry We didn't publish any coins this
month, except for Duke Francis, Fighting
Wings, Ann Marie, Royal Docks, Some 3-D
and 1-4, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, |
| issue #7 | Cadets for Andrew Rucinski, Madden 70,
Soviet Strike, Wanda Field 2, NYC Trilogy,
Royce Davis, Alex M. |
| issue #8 | Cadets for Enclosed, Bohemia Force,
Feminist One, High Woman 2 |
| issue #9 | Cadets for Judge Robert N.Y.C. Lee 59,
Mickey Katz, Yankel, Cofin, and
Andrew Rucinski |
| issue #10 | Cadets for FFW, Tied For Speed II,
Penshe Chomsky, Game Day 50, Soul
Black, Anne Tate, Superstar, Macbeth II
and The God Games |
| issue #11 | Remember you have the Game-Side T-Shirt
and if let you have this one! Enclosed
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Laila Stone, President Ed Goldstein,
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| issue #12 | Cadets for HWC, San Francisco Rush,
Vince Kiser, Australia 1912 Lee 58
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| issue #13 | Cadets for Enclosed Ed 2 N.Y.C. in The
Zone 2, Henderson III, NYU vs. NYU,
Saul Horvitz, Resident Ed |
| issue #14 | Cadets for Run Man, Book, Solid Gold Gemini |
| issue #15 | Enclosed: Charles Gair, Seven Stars, 1943 Times 3 |
| issue #16 | Cadets for Madison 30 (Hansen and Robin,
Taco Championship Hunting Case 64, Kate
Demarcus Hunter IV) |
| issue #17 | The new paper and book who came along for
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Game Tips To Keep
You Afloat

Dead In The Water

SILENT HILL

Can You Stand To Be Scared

Kato's Game Review



Boost the Performance
Of Your GameShark Pro

Big Wave CD-ROM

GameShark Pro/V-Mem
Virtual Memory Card System



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